

Math Football™

COPYRIGHT © 1982 DAVID COURTNEY JOHNSON
ALL RIGHTS RESERVED

You'll need wits as well as brawn to tackle this gridiron.



A Product of
The Software Guild

SYSTEM REQUIREMENTS

Atari® 800 Computer • BASIC Cartridge • 24K
One 810 Disk Drive

PACKAGE CONTENTS

Math Football Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Touchdown! Quick, accurate answers to math practice questions push your team over your opponent's goal line. Who will be the first to score? Math Football lets you choose the degree of difficulty, giving children of different grade levels or parent and child an equal chance with the pig-skin. Be careful - your child may beat you on this one.

Warning: This software and its manual are both protected by U.S. copyright law (Title 17, United States Code). Unauthorized reproduction and/or sales of the software or its manual may result in imprisonment of up to one year and fines of up to \$10,000 (17 USC 506). In addition, copyright infringers may be subject to civil liability.

Math Football Manual v.2
April 1983
Edited by The Software Guild, Inc.

Softsmith is a trademark of Softsmith Corp.
The Software Guild is a trademark of The Software Guild, Inc.
Atari is a registered trademark of Warner Communications, Inc.

GETTING MATH FOOTBALL INTO THE COMPUTER

To get started with Math Football simply follow these steps (this is called "booting"):

1. Turn your monitor or television on, and your Atari computer off.
2. Insert the Atari BASIC cartridge into the left hand slot of your computer.
3. Turn on the power switch on your disk drive. Both the "on" and "busy" lights will come on.
4. When the "busy" light goes off, open the disk drive door by pressing the release button below it, and allowing the door to rise.
5. Slip the program diskette into the drive with the labeled edge being the last to enter the drive.
6. When the disk is fully inserted, close the drive door.
7. Turn the power switch on your computer to the on position. The screen should be light blue, and the "busy" light on your disk drive will come on. This indicates that the program is loading.

The Softsmith logo and Math Football title should now appear on the screen. If, instead, the BOOT ERROR message appears, you may have inserted the disk incorrectly. Please try repeating the above instructions.

When you purchased this Softsmith computer program, you chose the trademark of software quality. You are assured that the program inside is useful, functions smoothly, and is user-friendly. Consult your local computer dealer for a complete catalog of programs and a demonstration of any of our software products.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Do not open the disk drive door while the "busy" light is on. Results are unpredictable and damage to your program may result.

Do not press <BREAK> while the program is running.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.

BEFORE THE KICKOFF

Before you can play Math Football, you must choose your options. The computer will prompt you with several questions. Type in your answer to each question and press the <RETURN> key.

Your Options:

Name:

The computer asks for the "FIRST PLAYER" name. Type your name and press <RETURN>. If you have a long name, don't be surprised at what the computer calls you; it only uses the first six letters of your name.

Types of Problems:

After you have entered your name, the computer asks you to choose the type of problems you want to practice. Your choices are:

ADD for addition problems.

SUB for subtraction problems.

MUL for multiplication problems.

DIV for division problems.

ALL for a combination of all types of problems.

If you do not enter any of these choices, (or if you mistype a word), the computer makes a buzzing sound and asks you to please re-enter your selection.

Highest Number:

Next the computer asks you to enter the highest number that you want to use in your problems. Usually, the higher the number that you choose, the more difficult your problems will be. For example, if you have chosen multiplication problems and you choose a highest number of 345, you may get multiplication problems as difficult as 345×345 .

Note: When you choose this number, be sure to enter only WHOLE numbers—no fractions or decimals. Please follow this rule every time that the computer asks for a number during the game.

Answer Time:

Just as in real football, you have a limited amount of time in which to "make your play." The computer asks you how long, in seconds, you want to be given to answer each question. If you enter 10, you will be allowed 10 seconds.

When all the options for the FIRST PLAYER have been answered, the computer will ask the same option questions of the SECOND PLAYER. After you have entered the second player's choices, you have one last question to answer—and then, on with the game!

Game Time:

The computer asks how many minutes you wish the game to last. Type a number from 1 to 5 and press <RETURN>.

PLAYING MATH FOOTBALL

After you have selected your options, the computer "thinks" for a minute, then draws a football field on your screen. Look at the box in the bottom center of the screen. Your first problem will appear.

The computer tells you whose turn it is by drawing a box around the player's name, on that side of the screen. The left player gets the first turn. Under the player's name is the time left (in seconds) in which to answer the question.

Entering Your Answer

As quickly as you can, type your answer to the problem, using the number keys in the top row of the keyboard. If you make a mistake, press the <DELETE BACK S> key and type the correct character. As you type, your answer will appear on the screen, below the word ANSWER. When you have typed in your answer, press <RETURN>.

If Your Answer Is Right

The computer moves your team toward the opposing goal post, and you have another turn, as long as you keep getting the right answers.

If Your Answer Is Wrong

The computer is the referee. If you did not type the correct answer, the computer gives you the "error bell" noise. Then it shows you the correct answer, in the space where your answer was. If you do not enter your answer in time, the computer says "YOUR TIME IS UP" and shows you the correct answer.

If your answer is late, or incorrect, then it becomes the other player's turn.

Scoring

The faster you enter your correct answer, the further your team advances toward the opposite end zone. When your team crosses into the other player's end zone, you score seven points.

The End of The Game

When the game time counts down to zero, the game ends. If a "play" is in progress when time runs out, that play will finish before the game ends. When the game is over, the computer announces the winner.

To start a new game, press any key on the keyboard. It's not necessary to press <RETURN> this time.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide the best possible customer service, including information on program updates and replacement of damaged disks.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, it should not be possible to damage this disk. However, should the disk or the program on it become damaged, please return it to us with a short description of the problem. The Software Guild, Inc., will replace your disk promptly, according to warranty provisions.

The objective of The Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

The Software Guild, Inc.
Customer Service
2935 Whipple Road
Union City, CA 94587

Consult your local Softsmith dealer for a catalog of our programs and a demonstration of any of our software products.

